INSTRUCTION MANUAL

SPECTRAVIDEO™

VIDEO GAME CARTRIDGE

S U P E R™

CROSS FORCE

THERE'S A NEW MENACE IN THE GALAXY! IT'S THE EVIL MORPEUS FROM THE PLANET TZORIS. MORPEUS ARE WITHOUT QUESTION THE FIERCEST WARRIORS EAST OF THE LIBRA SUPER-GALACTIC CLUSTER. THEY ARRIVE IN TEAMS OF TWO TO FOUR MEMBERS, AND IN WAVES WITH THE MORE DANGEROUS SQUANDRONS ARRIVING LATER. IN THE MORE ADVANCED SKILL LEVELS, THEY'RE IMPOSSIBLE TO STOP! BOTH THEIR FLIGHT PATTERNS AND BOMBING MANEUVERS ARE HIGHLY UNPREDICTABLE. WHAT CAN YOU DO AGAINST ODDS LIKE THESE? THERE'S ONLY ONE HOPE: YOU MUST CATCH THEM IN A DEVASTATING SUPER CROSS FORCE. THE KEY IS YOUR AWESOME "SPECTRON" WEAPON, WHICH CREATES A DUAL HOLOGRAPHIC LASER BLAST. YOU CAN GET THEM COMING AND GOING, AND IF YOU RUN LOW ON ENERGY, YOU CAN DEFTLY SWING YOUR JOYSTICK TO THE LEFT OR RIGHT TO CATCH THE ENERGY PACKS DROPPED BY YOUR MOTHER SHIP.

FOR THE

COLECO VISION

VIDEO GAME SYSTEM

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GETTING STARTED

1. Hook up your COLECOVISION™ console to TV or monitor.
2. Make sure the console is turned off.
3. Insert your SUPER CROSS FORCE cartridge by firmly pushing it straight down into the cartridge slot.
4. Turn OFF/ON switch to ON after cartridge is inserted.
5. The logo of SPECTRAVIDEO is displayed for a few seconds.
6. A table listing 10 game modes will then appear on the screen. Choose the one you desire (see below) by pressing the keypad buttons that corresponds to that level. For level 10, press the 0 button. You will hear several musical notes and the game will begin.
7. For a 1-player game, use the controller plugged into Port-1. For a 2-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.
8. Pressing ★ after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.

SKILL LEVEL/GAME MODE OPTIONS FOR SUPER CROSS FORCE

TO SELECT GAME OPTION,
PRESS BUTTON ON KEYPAD.
1 = PARALLEL1/ONE PLAYER
2 = DIAGONAL1/ONE PLAYER
3 = PARALLEL2/ONE PLAYER
4 = DIAGONAL2/ONE PLAYER
5 = PARALLEL1/TWO PLAYERS
6 = DIAGONAL1/TWO PLAYERS
7 = PARALLEL2/TWO PLAYERS
8 = DIAGONAL2/TWO PLAYERS
9 = DUAL1 /TWO PLAYERS
0 = DUAL2 /TWO PLAYERS

For each of the ten game modes listed above: there are nine difficulty (skill) levels. When you advance to a higher skill level in any mode, there will be a slight pause and the level you are advancing to will be indicated on the screen. It will then disappear.

MISSION: ALMOST IMPOSSIBLE

Greetings to all Spectrawarriors! You have bravely met all past challenges, and have been duly awarded many enviable citations and medals. Yet now there is an even more formidable menace on the horizon. It's the evil Morpuls from the planet Tzoris, who have spent months planning a massive attack on the inner solar system. You, the elite fighting forces of the galaxy, must rise to the occasion again.

OBJECT

The object of the game is to successfully defend the inner solar system helix and score as many points as possible. Scoring will be explained fully in this booklet.

END OF GAME

You will have four chances in SUPER CROSS FORCE, each chance represented by one "Spectron" weapon. When all four Spectrons have been destroyed — by enemy fire or by de-energization — the game will end.

ABOUT THOSE NASTY MORPULS

As you may know, Morpuls are Mechanoid creatures, meaning that they can survive in a vacuum environment. Once in battle, they are programmed to be self-propelled. Beware!! Morpuls attack in waves according to rank, with the fiercer fighters coming later. This too will be explained as we go along.

THE SPECTRON MANEUVER

There's only one hope of containing the evil Morpuls. It's the Spectron: The most potent weapon east of the Libra Super-Galactic Cluster. The power of this weapon lies in its ability to create a *Holographic Dual Laser Blast*. Once you deploy it, Morpuls are in deep trouble. They become caught in a devastating SUPER CROSS FORCE.

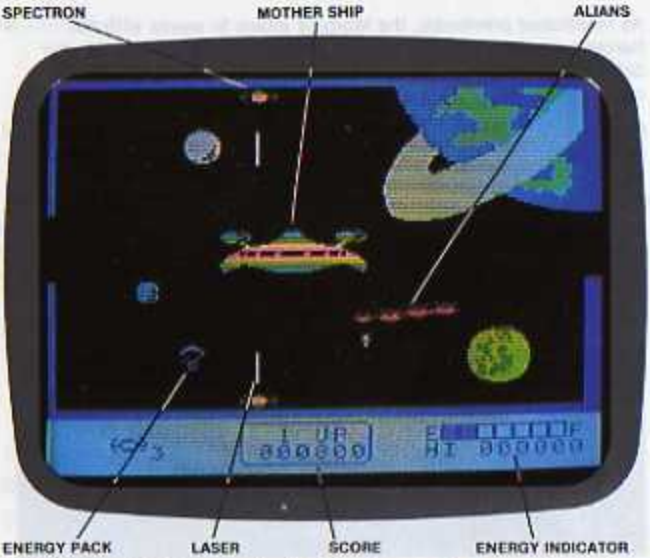
Each Spectron has two components: The *Base Laser* (bottom of screen) and the *Countersync* Laser (top). Position the Base Laser by moving the joystick and the Countersync Laser will follow along. To fire your Spectron, just press the button on your joystick.

There are three ways of deploying this awesome weapon. In each case, the Morpul ship must be positioned directly between the two lasers for you to score a hit.

PARALLEL
The pair of Spectron lasers move in the same direction.

DIAGONAL
The pair of Spectron lasers move in opposite directions.

DUAL-CONTROLLED
The pair of Spectron are operated independently by two players, using two joysticks.



NOTE: The only instance when the Spectron can be moved *towards* each other is when they are against the far left or right hand edge of the screen. This tactic is sometimes useful in battle.

Laser Fuel:
Each of your 4 Spectron has limited energy and must be refueled periodically (see panel indicators). If you run out of fuel, you will lose that Spectron, just as if you had been bombed.

When your Spectron is about to run out of fuel, your Mother Ship will appear, preceded by several musical notes. When this ship appears, be prepared to intercept the Energy Pack that will be dropped by parachute. In order to refuel, you must catch this pack by moving your Base Laser so that it is directly below.

MOTHER SHIP ARRIVING

CATCHING ENERGY PACK

REINFORCEMENTS

As mentioned previously, the Morpuls attack in waves with the fiercer squadrons coming later. Therefore you must never let your defenses down, or think you have those cunning Morpuls figured out!

First to attack will be the irritating Gupolds. When you eliminate 16 of these pests, you will automatically advance and a more unpleasant Morpul squadron will appear. Advancement takes place only after all the remaining pests are eliminated. As you go higher up in difficulty levels, you will start seeing bombs coming *up* at you! Furthermore, the attack patterns will become unpredictable, and the bombs will become "smart" bombs. If you make it through all nine levels in *any* mode, you will more than deserve the coveted *Medal of Klig*.

MOTHER SHIP

ALIANS

SPECTRON

ENERGY PACK

SCORING

SKILL LEVEL	SCORE FOR EACH MORPUL SHOT
1	100
2	200
3	300
4	400
5	500
6	600
7	700
8	800
9	900

(You get a bonus Spectron weapon whenever you enter the last level.)

0- 10,000 pts..... Morpul Mopper
10,000- 50,000 pts..... Cross Officer
50,000-100,000 pts ..... Laser Lord
OVER-100,000 pts ..... Medal of Klig

* MAXIMUM SCORE 999,999

SPECTRAVIDEO™

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